position to the first position the lowest coin in the stack is pushed by the platform onto the coin projection runway.

4. (amended). A coin projection device as claimed in claim 1, wherein the firing mechanism comprises a hammer for striking an edge of the coin which overhangs the end of the runway.

7. (amended). A coin projection device as claimed in claim 1, wherein the runway comprises in series first and second portions having an abrupt direction change at the boundary.

8. (amended). A coin projection machine comprising a number of coin projection devices as claimed claim 1, wherein the machine comprises a single manual control for operating simultaneously the firing mechanism of each device.

10. (amended). An amusement machine comprising the combination of a coin projection device or coin projection machine as claimed in claim 1, and a playing surface onto which the coins are projected.

15. (amended). A coin magazine according to claim 13, in which actuation of the solenoid is controlled in dependence on a sensor which determines whether or not a coin is present in the coin holder.

18. (amended). An apparatus according to claim 16, in which the surface is movable and the sweeper arm is static.

19. (amended). An apparatus according to claim 17, in which the surface is a rotatable circular playfield, with at least two equally spaced radial sweeper arms.

24. (amended). An apparatus according to claim 21, in which the or each sensor is associated with at least one dedicated look-up table which defines the circumferential limits of each target area capable of passing within the detection field of the sensor with respect to count value.

25. (amended). An apparatus according to claim 21, in which the position encoder counter is reset periodically in dependence on the relative positions of the target field and the or each sensor.

26. (amended). An apparatus according to claim 21, in which the or each sensor is an inductive field-type sensor.

27. (amended). An apparatus according to claim 21, in which the relative movement between the surface and the or each sensor is achieved by a combination of a movable playfield with one or more static sensors.

28. (amended). An apparatus according to claim 21, in which the relative movement between the surface and the or each sensor is achieved by a combination of a movable playfield with one or more movable sensors.

29. (amended). An apparatus according to claim 21, in which the relative movement between the surface and the or each sensor is achieved by a combination of a static playfield with one or more movable sensors.

30. (amended). An apparatus according to claim 21, in which the surface comprises a rotatable playfield with at least two radially spaced sensors.

32. (amended). An amusement machine comprising an article holding apparatus according to claim 16.